ENTERACTIVE™ VIDEO GAMES

NES JA USA

JAWS™*

INSTRUCTION BOOKLET

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®

NINTENDO AND NINTENDO
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ARE TRADEMARKS OF
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Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

This can't be! There has never been a Great White in these warm tropical waters before. NEVER! This is more than a coincidence...this shark appears to be possessed...as if it's hunting you down...like it's personal. You'd better prepare yourself and strike back before it's too late.

Will you use the mini-sub, sea plane, sail boat or just scuba gear? Perhaps it won't even matter. Remember, this is some kind of unbelievably powerful eating machine you're dealing with.

Quick, grab your weapons, pack your explosives and check your maps. It's out there...you know it...and it's coming for you. This is serious! This is the ultimate Jaws challenge, because this time it's not over until only one of you is left alive.

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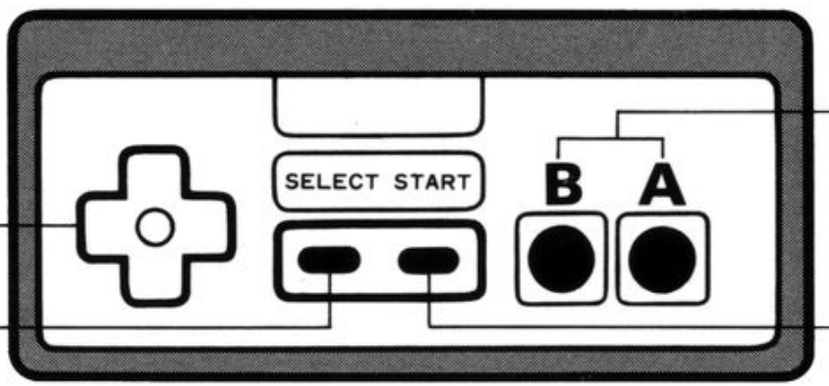
1 HOW TO USE THE CONTROLLER

The control pad and A or B buttons are used differently in each scene. Please refer to each scene's description.

CONTROL PAD
control the player
(see pages 9 ~ 11)

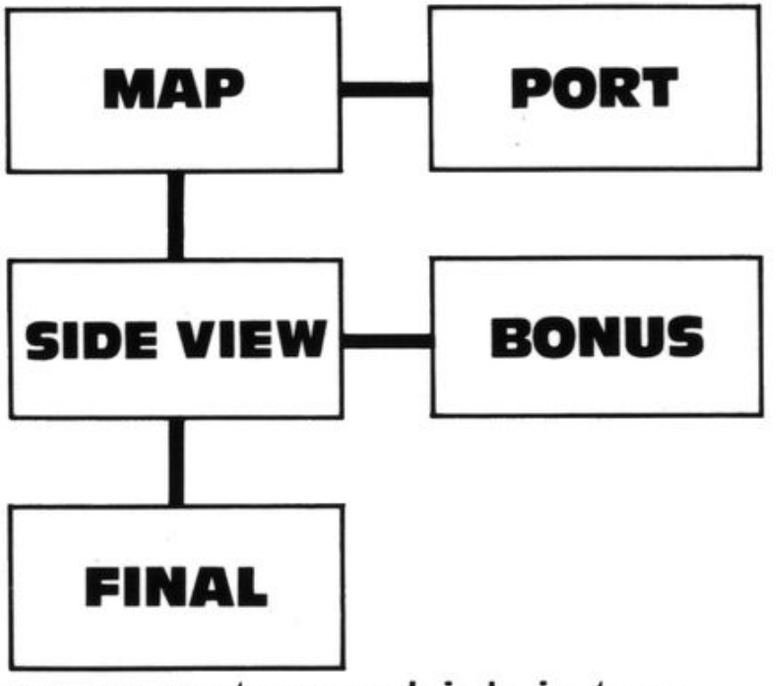
A, B BUTTONS
attack JAWS or other sea creatures (see pages 9 ~ 11)



SELECT BUTTON
not used

START BUTTON
start or pause the game

2 GAME GUIDE



- "JAWS" is made up of five scenes which are shown at right. The screen's appearance and operation of the controller are different for each scene.

- The game strarts with the MAP scene. You drive the boat around and if you touch JAWS' fin, the screen changes to the SIDE VIEW scene. Sometimes the screen automatically changes to the SIDE VIEW scene without touching JAWS. This happens because the boat has been touched by a sea creature which is too small to be seen on the MAP scene.
On the SIDE VIEW scene, you fight against JAWS or other sea creatures. You also collect conch shells to increase your energy level and to get a transmitter set or a strobe light. When your power level gets very high, you can seriously damage JAWS. In the final scene, if you successfully stab JAWS with the front of the boat, you will win the game!

- When you lose all of your lives, the game is over.

3 THE MAP SCENE

THE SCREEN

- Use the control pad to move the boat on the map.

JAWS' POWER

Transmitter

Number of conch shells

Score

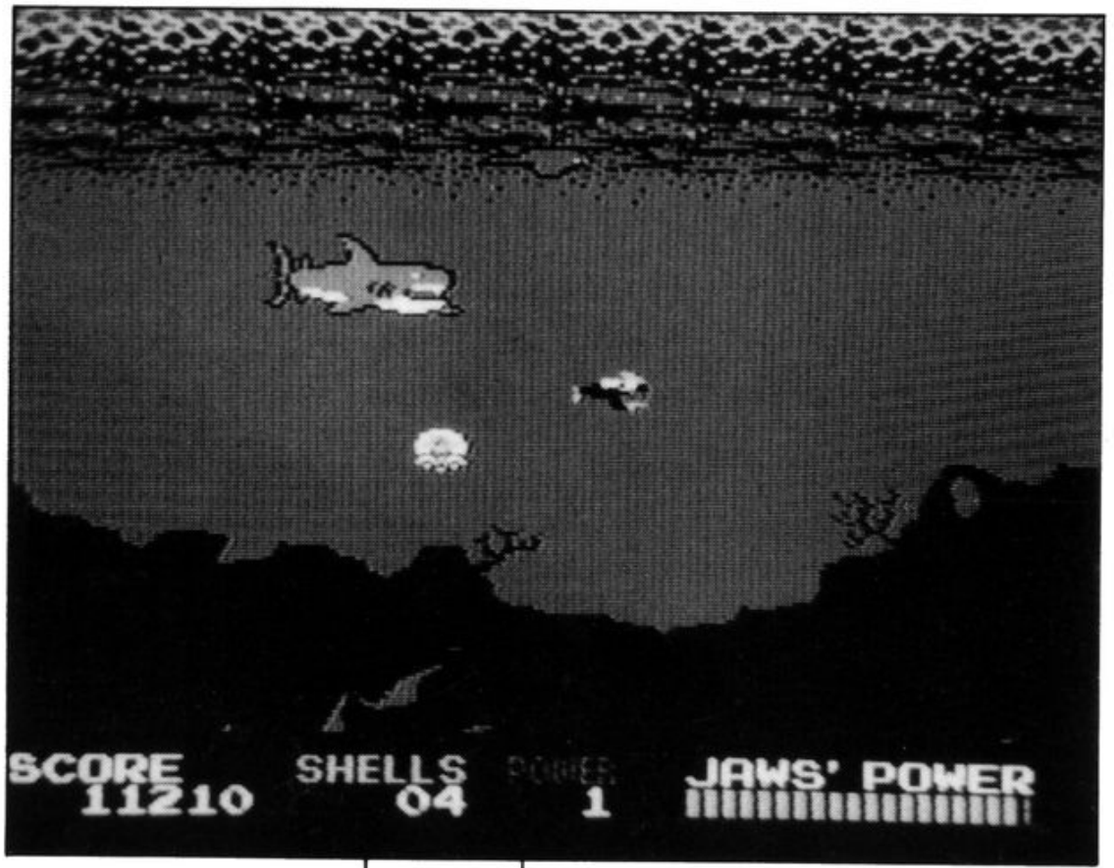
- In the MAP scene, you move the boat around trying to avoid fighting JAWS. If you touch JAWS, the screen changes to the SIDE VIEW scene and you fight him there. Most of the time, you fight small sharks and other sea creatures.

- The FIN is usually invisible but will suddenly appear near the boat. After you get the transmitter set, you can easily tell where he is with sound.

- There are two harbors in the MAP scene where you can either get the transmitter or increase your energy level, both depending on the number of conch shells you've collected.

4 THE SIDE VIEW SCENE

THE SCREEN



- After the screen changes to this scene, you must fight against JAWS and other sea creatures as either the boat, diver or mini-sub. You can also collect conch shells if you are either the diver or mini-sub. You can change out of the SIDE VIEW scene by defeating a certain number of sea creatures, based on the skill level you are playing at.

Power Level

Number of Conch Shells

DIVER

✣: change directions
Ⓐ: quick stop / turn
Ⓑ: shoot

To successfully fight the sharks, collect as many conch shells as possible.

BOAT

✣: change directions
Ⓐ: drop bombs to the right
Ⓑ: drop bombs to the left

Once you run into JAWS' fin you fight him with the boat. If the boat is attacked by the other sea creatures, it changes to the DIVER.

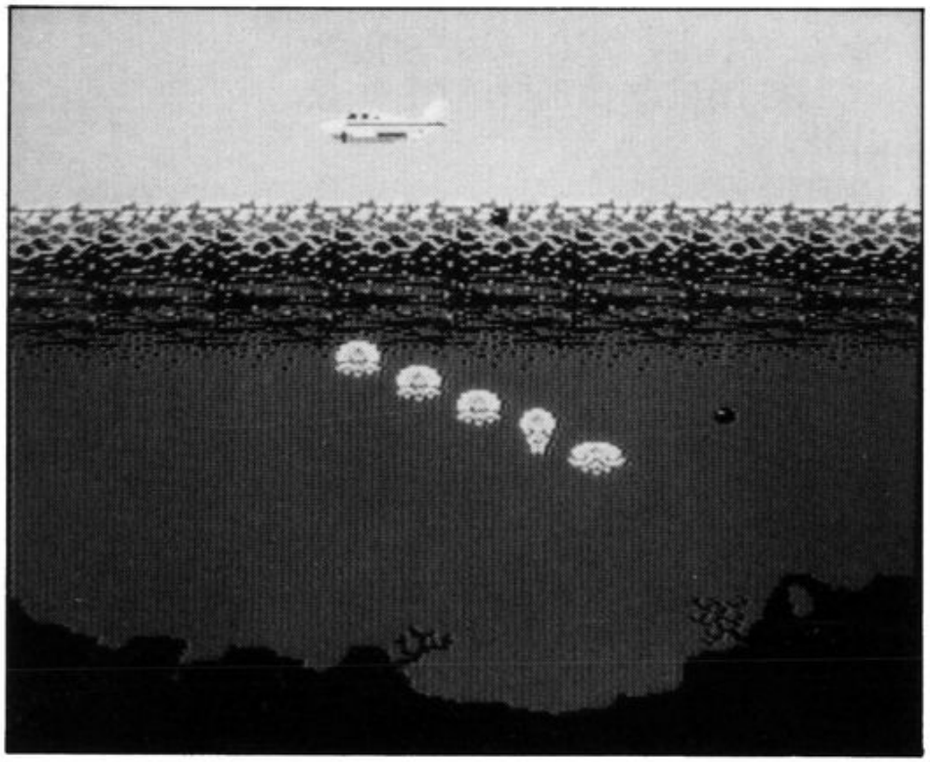
MINI-SUB

✣: change directions
Ⓐ: drop bombs
Ⓑ: fire torpedoes

When your score reaches a certain number of points based on the skill level you are playing at, the MINI-SUB appears somewhere in the MAP scene. You can use it until it is attacked by JAWS or other sea creatures, when it will change into the DIVER.

5 THE BONUS SCENE

THE SCREEN

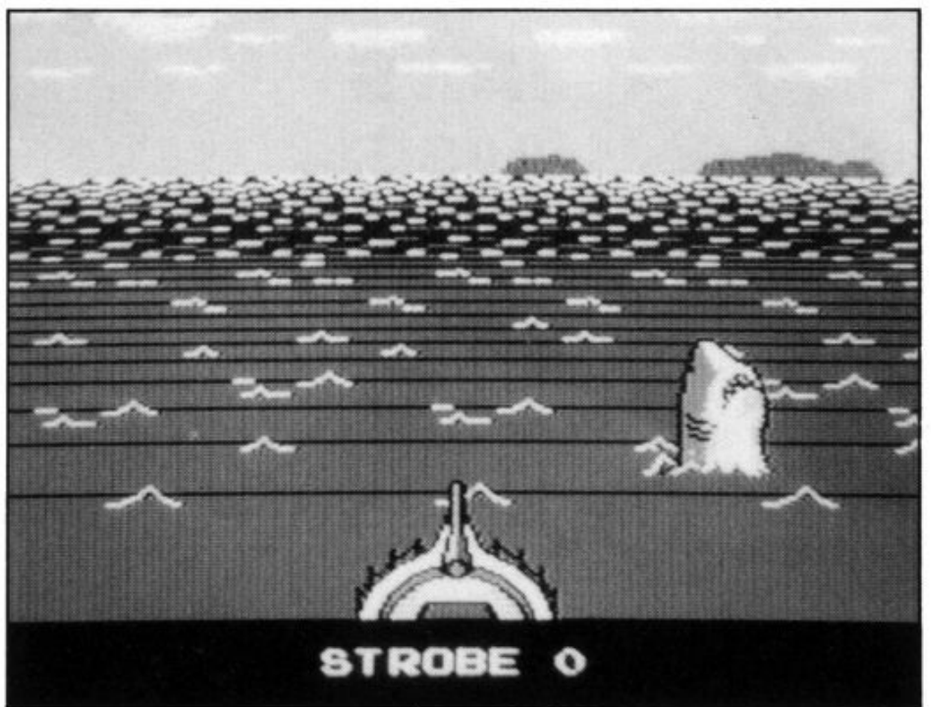


● After you have played in the SIDE VIEW scene a certain number of times (number is random game by game), the screen automatically changes to the BONUS scene. In this screen, you collect conch shells just by bombing the jellyfish with the airplane.

✣: Speed control
Ⓐ: drop bombs
Ⓑ: drop bombs

6 THE FINAL SCENE

THE SCREEN

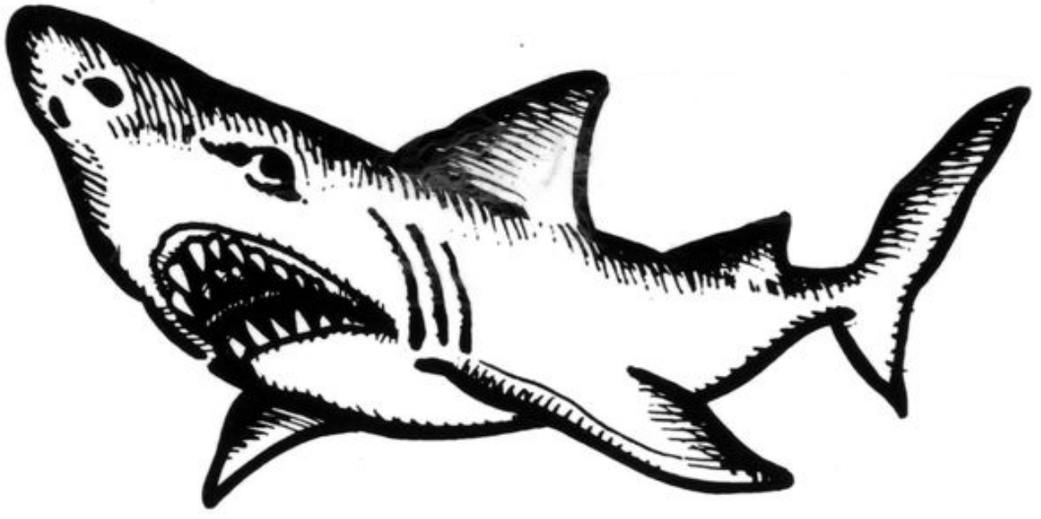


Strobe Light

✣: move boat right or left
Ⓐ: make JAWS rise up
Ⓑ: stab JAWS with the boat

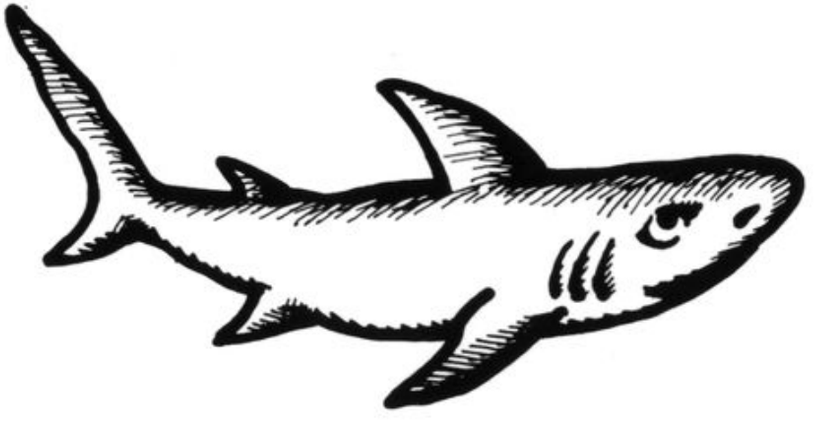
- When you attack JAWS enough for the JAWS' POWER indicator to decrease to zero, the screen will change to the FINAL SCENE. You can make JAWS rise up out of the water by pressing the A button. The number of times you can do this depends on the number of strobe lights you have. Once JAWS is out of the water, you must drive the front of the boat into him to win the game. At the beginning of the game you already have 3 strobe lights. These are not displayed on the screen until you enter the FINAL SCENE. In addition to these 3, you can also obtain more strobe lights by trading in conch shells which you can collect. You do this in one of the two harbors in the MAP scene.

7 INTRODUCTION OF CHARACTERS



◀ **JAWS**
20 pts.
(per hit)

Small Shark ▶
500 pts.



Conch shell
? pts.

Starfish
? pts.

Ray
100 pts.

Jellyfish
50 pts.

Crab
speed up diver

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio / television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Game Pak "NES-GP"

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